

# LA RUSH

AVAILABLE NOW

# HOLLYWOOD



XBOX  
LIVE  
ONLINE ENABLED

**MIDWAY**

[WWW.LARUSHGAME.COM](http://WWW.LARUSHGAME.COM)

© 2005 Midway Home Entertainment Inc. LA RUSH is a trademark of Midway Home Entertainment Inc. All Rights Reserved. LA RUSH is a trademark of Midway Home Entertainment Inc. Midway and the Midway logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. MTV GAMES and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. Hollywood Sign is a trademark of MTV Networks. Commerce, licensed by Global Icons. All rights reserved. MITSUBISHI and ECLIPSE names, emblems and body designs are trademarks and/or intellectual property rights of MITSUBISHI MOTORS CORPORATION. General Motors Trademarks used under license to Midway. RIDES is a trademark of Harris Publications, Inc. WEST COAST CUSTOMS is a trademark of West Coast Customs. All rights reserved. Midway Home Entertainment Inc. and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.



Language  
Mild Violence

XBOX

LIVE

ONLINE ENABLED



# GAUNTLET SEVEN SORROWS



INSTRUCTION MANUAL

**MIDWAY**

# WARNING

## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

### Avoid Damage to Your Television

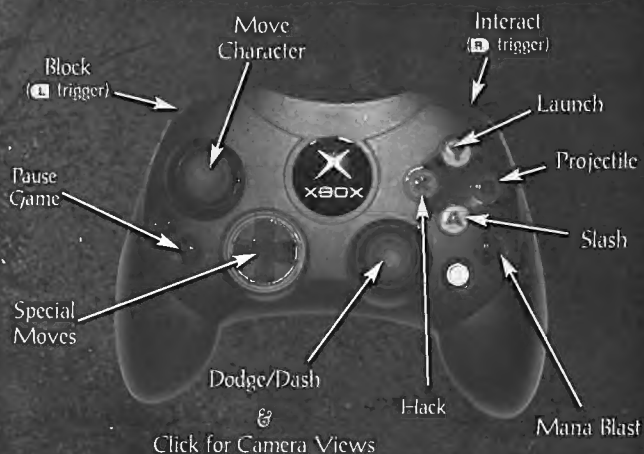
**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when playing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

# TABLE OF CONTENTS

DEFAULT CONTROLS	3
THE STORY	4
COMBAT MOVES	5 - 8
ELF COMBAT MOVES	5
VALKYRIE COMBAT MOVES	6
WARRIOR COMBAT MOVES	7
WIZARD COMBAT MOVES	8
MAIN MENU	9
THE HUD	10
XBOX LIVE®	11 - 12
GAUNTLET HEROES	13 - 14
PICKUPS	15 - 17
CREDITS	18 - 20
WARRANTY	22

## DEFAULT CONTROLS



### HACK

A powerful attack that breaks blocks. It can be dodged.

### SLASH

A sweeping attack that affects multiple enemies, can be blocked.

### LAUNCH

An attack that launches enemies into the air, can be blocked.

### PROJECTILE

Ranged attack, can be blocked.

### BLOCK

Block enemy attacks. Must be held to continue blocking.

### INTERACT

Press to interact with chests and switches. Hold to turn crank switches.

### MANA BLAST

Area of Effect attack that does heavy damage to all enemies onscreen. Weaker enemies will be destroyed by this attack. When the enemy "Death" appears, he can only be defeated with an Mana Blast attack.

## THE STORY

(As told by the Emperors Ghost)

I, the former Emperor of the once mighty Uricointi Empire, am now nothing more than a ghost, cursed to roam this world alone for my sins against the 4 immortal heroes. Mine is a story of betrayal, and the sorrows it has sown. It is a betrayal caused by my own hand against the 4 great heroes of my time. They were immortals, yet they served me, the Emperor, with loyalty and valor. They were known throughout our world by simple names that befit the personas which they displayed. They were the Warrior, the Valkyrie, the Wizard, and the Elf. Great deeds had been done by the 4 to maintain the balance of civilization and, to spread the Empire throughout the barbaric regions of our world, but they did not see the threat that came from the heart of our Empire, the threat that was my doing.

The 4 had always trusted my wisdom and judgment, but they did not know that there was a dark spot at the core of me, a desire for something that I coveted more than the power of the Empire itself. It was their very immortality that I desired. I had 6 trusted advisors at that time, and they were men of magical skills and power who had stood by me through good and bad times. It was unknown to me then, but one of them did covet both my position and the immortality of the heroes as well. He spoke cunning words to me in the days of my weakness that turned my heart against the heroes and fully convinced me that the heroes themselves were a threat to all that I had accomplished. My thoughts grew dark and then I began to plot with my 6 advisors to magically steal the very immortality of the heroes. We lured the heroes to one place at one time, magically trapped them there and then bound them to the Great Tree Rit'i Malki which grew its very roots into the nexus of magical energy at the bottom of the world.

This horrible deed of betraying the 4 immortal heroes was the first of my seven sorrows and the only one which was in my power to undo. After the imprisonment of the heroes, the 6 turned on me as well, yet before I died, I used what magical energy that I had gained to destroy the great tree and to free the 4 heroes. I also left the heroes a message, begging their forgiveness for my betrayal and asking them to take up the mission to stop the 6 who would use their powers to ruin our world. So yes, I freed them, my 4 loyal heroes, the ones whose counsel I should never have dismissed. And now they must journey through the lands of our world to set right the wrongs that my betrayal and that of the 6 evil advisors have wrought. It is a world now made hostile and monstrous through the misdeeds of the evil men. Those 6 wicked men have taken up various forms, and using their new powers for dark magic, each now grows stronger as they bring a reign of chaos and terror upon our world. The heroes must seek out the 6 and destroy them all in battle to end the chaos and set right what my lack of judgment has wrought. All will be set right if the heroes can triumph. For the sake of our world, I hope they do.

## VALKYRIE COMBAT MOVES

Attack Name	Description	Combo	Alt. Combo 1
Chop	Overhand chop attack. Breaks blocks.	△	
Cloud Wind	Airborne kneeback attack. Breaks blocks.	▽, △	△, △, △, △, △
Crush	Powerful overfield crushing blow. Breaks blocks.	△, △, △	
Discover	Upward stroke that launches multiple foes.	△, △, △	×, ×, ×, ×
Double Chop	More powerful following chop. Breaks blocks.	△, △	
Double Slash	More powerful follow-up slash.	△, △	
Falcon's Launch	Backflip attack from block launches foes.	△ + ▽	
Grasscutter	Ground attack for use on prone targets.	△ + △	
Island Storm	Blinding blast of damaging cold to large area.	→	
Northern Slash	Leaping spin. Knocks down, breaks blocks, stuns.	→	
Northern Star	Massive leaping crush. Hits large area.	→	
Nosebreaker	Dashing counterattack. Knocks back.	△ + △	
Queen's Defense	Pulls in enemies, then blasts them away.	→	
Queen's Redlithium	Spinning kneedown attack. Breaks blocks, stuns.	△, △, △	△, △, △, △
Rebel's Trick	Low slashing cut. Trips opponents.	△, △	△, △, △, △
Slash	Basic slash attack. Hits multiple enemies.	△	
Soul Harvest	Powerful kneeback slash, igniting enemies.	△, △, △	
Triple Slash	Stronger backslash attack. Hits multiple enemies.	△, △, △	
Wing Swipe	Basic launching maneuver.	▽	

## ELF COMBAT MOVES

Attack Name	Description	Combo	Alt. Combo 1	Alt. Combo 2
Backhand	Backhanded launch attack from block.	△ + ▽		
Blinding Thrust	Sharp stabbing thrust. Blinding victim.	×, △		
Chisel	Weapon smash stuns foes, breaks blocks.	△, ×		
Continental Assault	Onslaught of magic arrows bombards wide area.	→		
Disect Circle	Circular slash knocks down surrounding foes.	△, △, △	△, △, △, ▽	
Dismissal Strike	Wearing slashes attack multiple foes.	△, △		
Double Crescent	Following spin kick. Hits large arc. Knocks down.	△, △, ×		
Double Prong	More powerful stabbing attack. Breaks blocks.	×, ×		
Falcon Poet	Front flip smashes ground. Launches, blinds foes.	×, ×, ▽		
Great One Toss	Launches foe over attacker's head from long range.	→		
Guard Smash	Spinning uppercut attack. Launches foes.	▽	×, ▽	△, ▽
Knee Smash	Counterattack. Knocks back.	△ + ×		
Light of the Underworld	Intense beam of energy blasts foes away.	→		
Lion's Claw	Lunging slash attack. Hits multiple enemies.	△, △, △		
Lunge	More powerful thrusting attack. Breaks blocks.	×, ×, ×		
One Hundred Cuts	Spinning flurry of slashes. Knocks down, blinds.	→		
Prong	Fast prodding attack. Breaks blocks.	×		
Provoked	Taunting slash attack. Hits multiple targets.	△		
Serpent's Thrashing	Leaping slashes knock down foes, break blocks.	×, ×, △	×, ×, ×, △	
Tail Touch	Low slash used against prone and small foes.	△ + △		

## WIZARD COMBAT MOVES

Attack Name	Description	Combo	Alt. Combo 1
Binding Stone	Draws all nearby foes together. Breaks blocks.	↓	
Galactic Spiral	Celestial fire rains down, burning nearby enemies.	↓	
Hall Moon	Farthest wave of energy. Knocks down, breaks blocks.	ⓧ ⓧ ⓧ	
Melhir Eruption	Rings of erupting stones launch foes, break blocks.	↓	
Moon Circle	Energy rings spiraling outward. Blinds enemies.	ⓧ ⓧ	
Path of Moons	Second defensive ring of energy. Knocks back foes.	ⓧ ⓧ	
Path of Sky	Defensive ring of energy. Knocks back foes.	ⓧ	
Path of Stars	Ring of massive energy. Breaks blocks, stuns.	↓	
Quarter Moon	Focused wave of energy. Breaks blocks.	ⓧ	
Shadow Dive	Ground attack, for use on prone and small foes.	ⓧ + ⓧ	
Soul Menhir	Destroys targets and creates area of effect attack.	ⓧ ⓧ ⓧ	ⓧ ⓧ ⓧ ⓧ
Stellar Beacons	Burst of magic circles cause chain reaction damage.	ⓧ ⓧ ⓧ	
Stellar Repulsion	Strong electrical jolt. Knocks back far distance.	ⓧ ⓧ	
Tidal Pull	Launches foe over attacker's head from long range.	ⓧ ⓧ ⓧ	ⓧ ⓧ ⓧ ⓧ
Tidal Push	Basic launch attack to disarm enemy.	ⓧ	
Two Tides	Counterattack knocks down foes in front and behind.	ⓧ + ⓧ	
Waxing Moon	Second wave of energy. Breaks blocks.	ⓧ ⓧ	

## WARRIOR COMBAT MOVES

Attack Name	Description	Combo	Alt. Combo 1	Alt. Combo 2
Backlash	Sweeping attack hits multiple enemies.	ⓧ ⓧ		
Double Wedge	More powerful back attack. Breaks blocks.	ⓧ ⓧ		
Elbow Drive	Counterattack. Knocks back.	ⓧ + ⓧ		
Hand of the Heavens	Smashing face blow. Knocks down, breaks blocks.	ⓧ ⓧ		
Lale Bite	Spinning attack hits all surrounding foes.	ⓧ ⓧ ⓧ		
Lale Distance	Devastating circular knockdown attack. Breaks blocks.	↓		
Lale Reaver	Massive sweep attack. Sends foes flying.	ⓧ ⓧ ⓧ	ⓧ ⓧ ⓧ	
Lale's Flight	Launches enemy with upward slash.	ⓧ		
Noble Vault	Vaulting backflip from block. Launches foes.	ⓧ + ⓧ	ⓧ ⓧ ⓧ	
Oathbreaker's Might	Long-range burning attack. Breaks blocks.	↓		
Reign of Blades	Burn launched enemy with spinning arc throw.	ⓧ ⓧ		
Soldier's Mercy	Ground attack, for use on prone and small foes.	ⓧ + ⓧ		
Soul Reaper	Massive sweeping blow, setting foes ablaze.	ⓧ ⓧ	ⓧ ⓧ ⓧ	ⓧ ⓧ ⓧ ⓧ
Stonesplinter	Massive crushing blow. Launches nearby enemies.	↓		
Tree Cutter	Basic slash attack, hits multiple foes.	ⓧ		
Triple Wedge	Strong crushing attack. Knocks down, breaks blocks.	ⓧ ⓧ ⓧ		
Vortex	Whirlwind arc minnervet. Pulls in enemies, stuns.	↓		
Wedge	Basic back attack. Breaks blocks.	ⓧ		

## MAIN MENU

### START GAME

#### DIFFICULTY

This option takes you directly to the Difficulty screen. Choose from Beginner, Normal (default), Difficult or Impossible. Once you select a difficulty, you'll go to the Character Selection Screen to choose a fighter and start your game.

#### CHARACTER SELECTION

Each player must press the **A** button to get started. Once a hero appears, press the directional buttons **←** or **→** to select a character.



#### XBOX LIVE®

See XBox Live, pg. 11 - 12.

### LOAD GAME

If you've played and saved a previous game, select this option to access your hard disk. You can then select your saved game and characters then continue your saved game.

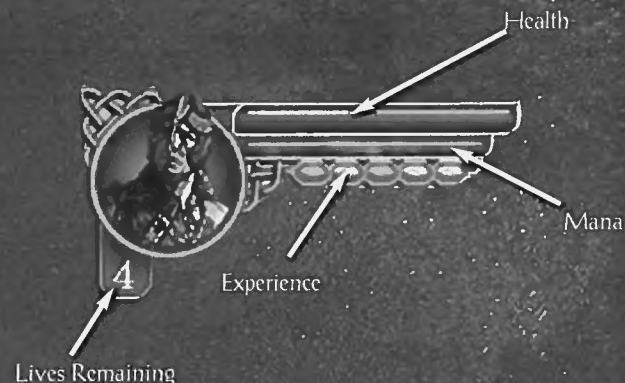
### OPTIONS

Press the D-pad **←** or **→** to make volume adjustments to the Music, Effects or Voice. Do the same for Brightness if the screen looks a little dark. You can also turn the Vibration feature of your controller On or Off.

### EXTRAS

View Credits and an upcoming game Trailer.

## THE HUD



#### EXPERIENCE

Experience is gained by killing enemies and generators. The more powerful the enemy the more experience a player will gain. Hand to hand combat increases experience. The meter illuminates green as you gain Experience. Once all five green points in the meter are full, you'll level up. When you level up, your Health and Mana will be refilled.

#### HEALTH

If Health diminishes completely, you're finished. There are a few ways to gain full health, but mostly you'll stay alive by picking up food. If you have full health, you will not be able to pick up food.

#### MANA

This blue bar fills up over time. When completely full, you can unleash a Mana Blast by pressing the **O** button. The Mana meter can also be depleted when using certain special combos.

## XBOX LIVE

### TAKE GAUNTLET: SEVEN SORROWS BEYOND THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friend's List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

### CONNECTING

Before you can play Gauntlet: Seven Sorrows on Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect) and select your country.

### SIGNING IN

Before you can access Xbox Live, you'll need an Xbox Live Gamertag. Consult your Xbox Live documentation for instructions on creating a Gamertag. Gamertags are obtained when you create an Xbox Live account. They can be read from your hard disk.

Press the **A** button to go to the Xbox Live Sign In screen. Once you're there, your Gamertag will be displayed. Highlight your Gamertag, then press the **A** button. If your Gamertag is protected by a pass code, you will then be asked to enter your pass code.

### QUICK MATCH

Xbox Live will look for the best game for you to join. When a game is found, you'll join the battle.

Quick Match will give preference to finding games that provide the best gameplay experience, using factors such as player skill, network conditions, and server modifications.



## XBOX LIVE

### OPTIMATCH

OptiMatch allows you to search Xbox Live for game hosts that match your exact specifications. You can specify a Map and Difficulty before you begin your game. Press the D-pad **←** or **→** to adjust the options.

### CREATE MATCH

You can create your own Xbox Live play session with this option. You can specify a Map and Difficulty before you begin your game. Press the D-pad **←** or **→** to adjust the options.

### FRIENDS LIST

Use this option to add your friends' names to your Friends List. When you sign in, you can select this option and see if your listed friends are online.

### RECENT PLAYERS LIST

This option gives you a list of the players you've most recently played online.

### SIGN OUT

Select this option to sign out of Xbox Live.

## XBOX LIVE OPTIONS

While playing a game on Xbox Live, press the **○** button to view the Pause Options Menu. Along with Recent Players List and Friends List options, these are the options available:

### VOICE THROUGH SPEAKERS

With this option ON, voice from other players will be heard through the system speakers.

### VOICE VOLUME

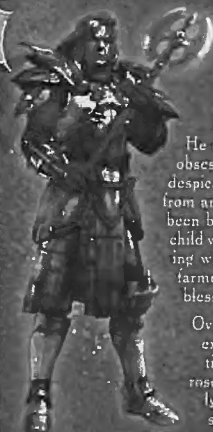
Press the D-pad **←** or **→** to increase or decrease the voice volume.

### APPEAR ONLINE/OFFLINE

Choose to hide or show your Xbox Live Online Status from other users.



## GAUNTLET HEROES



### WARRIOR (ATHALBRANDR)

The warrior was born over three hundred years ago on the northern islands of Heima. The warrior is quick to anger and slow to forgive. He believes in trading an eye for an eye, and always gives as good as he receives. He is a grim man, not fond of jokes or sarcasm. He has a short temper with people who are abusive or cruelly witty. He does not believe in mercy for the wicked. Though he hates people obsessed with social custom and status, he finds them more pathetic than despicable. As a boy, it quickly became apparent that the warrior was far from an ordinary person. Learned men told the parents that the child had been born "blessed". In fact, he was so blessed and so powerful that the child was already capable of heroic deeds and he would be truly awe-inspiring when he reached maturity. The scholars' words were true, and the farmer's son was quickly elevated to a retainer of the king, one of three blessed warriors in that ruler's company.

Over the course of many battles, the warrior proved that his capabilities extended far beyond those of the other two blessed immortals. His station within the kingdom was elevated even more. As his importance rose, his intolerance for what he saw as injustice grew even more quickly. Not all of the kings he served were honorable, and though the world seemed to grow smaller every day, the rigid traditions and social mores of Heima did not budge. The oaths of his people became silly formalities to the warrior. He grew tired of what he saw as foolish observances of social custom and the rigid application of the law. The

kings of Heima were lucky that their transgressions were relatively slight in the eyes of the warrior. To cool his temper with wisdom, they assigned valkyries from Northis to protect the warrior. All of them died in battle. Only someone of extraordinary capabilities could hope to survive the intense brutality that he endured.

When a blessed valkyrie was born — blessed in the same manner as the warrior with immortality — she was groomed to be his companion. The warrior grudgingly accepted this valkyrie, but did his best to ignore all of the counsel she gave. Eventually the warrior moved on to serve the Emperor who united the kingdoms of their world, little knowing that this same man would betray him and his fellow immortals. His hate for the evil 6 Imperial advisers was the greatest of all the immortals.

### ELF (IDAIN)

Born and raised in an underground Ailura city near the plains of the migrant Serpent Eaters, the elf was the youngest of the 4 immortal heroes. The elf is a friendly, naive person with a positive outlook on life and an optimistic attitude toward what happens around him. His learning is informed more by idyllic philosophies than personal experience in the harsh world. Brutality and cynicism fill Idain with sadness, but he always maintains hope that the world can be better tomorrow than it is today. As a child the elders discerned that he was an immortal.

When he reached adulthood, he rose to a position of prominence in the council of his community. His intelligence, compassion, and curiosity were valued highly. When war came to the plains above their community, the council argued about whether they should help the Serpent Eaters fight the empire or stay out of the conflict. He saw that the Empire was bringing civilization to the nations of the world so he chose to serve the Emperor, little knowing that fate would bring a cruel twist to this allegiance. The elf would not abandon his immortal companions and would quest with them to destroy the evil 6 Imperial advisers.



## GAUNTLET HEROES



### VALKYRIE (RAGNEITHUR)

The valkyrie was born almost three hundred years ago on Northis, the smaller of the two islands of Heima. The valkyrie is forthright, protective, and torn by inner conflict. She regrets not having helped the warrior when he needed her, but she believes deeply in the oaths and vows that she made to the king and even to the Emperor who betrayed her. She is slow to anger, slow to take vengeance, but quick to intervene when problems arise between people. She respects those who value honor, kindness, and loyalty. The only people who invoke her scorn are those who stand for nothing but themselves.

On Northis, women give birth to valkyries, guardians to selected male (and occasional female) warriors from Suthutholn. Valkyries are typically more well-educated and even-tempered than their warrior counterparts, and are meant to serve as protective and cautious influences over their charges. In the case of this particular valkyrie, she was chosen to serve as the guardian of the blessed immortal warrior Athalbrandr. Ragneithur was the only valkyrie ever born as an immortal; so she alone was capable of withstanding the same level of punishment as her companion.

During the valkyrie's training, the Winter Queen of Northis believed that Ragneithur was exceptional in her wisdom, bravery, and moral virtue. Given the warrior's brash attitude, her extraordinary talents were necessary. While those around her blindly clung to the traditions of Heima culture, the valkyrie had the wisdom and independence to embrace her culture while maintaining her own sense of morality. When the king of Heima made a treaty with the empire, she was upset, but did not defy his commands. She served the Emperor loyally until his betrayal of her and the 4 immortal heroes. Then she followed her oath and her warrior to rid the world of the evil 6 Imperial advisers.

### WIZARD (MADOC)

The oldest of the four immortals, the wizard was born four centuries ago in the land from which the Serpent Eaters migrated, the plains of Gwaedmae. The wizard speaks and thinks in terms of time: seasons, tides, phases of the moon, stages of the heavens. He rarely is concerned with "pressing matters". He is usually the calmest in any situation, no matter how horrible. The wizard is often considered to be cold-hearted because of his detached, passive attitude toward even the most awful atrocities in the world. His black eyes reflect the chaos of the world, absorbing nothing. The wizard was born into the wild tribe of the Helwyr Gorau and was educated as an astronomer and priest.

Because the Serpent Eaters had much knowledge of magic, the early talents of the wizard did not seem particularly exceptional among the ranks of the magicians, but his immortal status would lead to his gathering of much knowledge concerning the magical arts. As his powers developed, he became even more attuned to the energy around him, and he mastered the astrological manipulation of magical forces in a startling amount of time. As with all priests of the Gwaedmae, the Wizard was also a leader of his people on the field of battle, and his forces were always victorious, making him utterly loathed by imperial forces and their allies. Yet the Emperor found his powers to be useful, like those of the other immortal heroes and convinced the wizard to join his cause to bring civilization to the world.

For all his power, the wizard was not prepared for the turn of events that would lead to his betrayal by the Emperor he served. His hate for the evil 6 Imperial advisers became nearly as severe as that of the warrior.



## PICKUPS

### FOOD

Turkey: Restores full health

Cheese: Restores some health

Ham: Restores a small amount of health



### CHESTS

#### GOLD CHEST

These chests contain gold. Use the gold you pick up to buy new skills at the end of each level.



#### ITEM CHEST

Upgrade your weapon or your armor. All players get the upgrade whenever a chest is opened.



### BREAKABLES

BARRELS, CRATES & VASES

Sometimes these objects drop food.



### UPGRADES

Each character can upgrade their armor four times and their weapon four times. Each level of armor provides more defense, each level of weapon does more damage.

### SWITCHES

There are basically four kinds of switches. Crank switches and floor switches are pretty basic, push switches more complex.

#### FLOOR SWITCHES

Walk up and press the **R** trigger.



#### TARGET SWITCHES

You'll need to shoot these switches to activate them.



## PICKUPS

### CRANK SWITCHES

Walk up, press and hold the **R** trigger until the crank switch has completed going around. Being hit while cranking a switch will cause the player to stop cranking, and the switch will return to its original position.



### PUSH SWITCHES

Not really switches, but pushable objects with a circular icon. Approach the object, press and hold the **R** trigger then walk forward to push the object.



### INTERACTIVE OBJECTS

A series of concentric rings surround these objects. Walk up to them and press the Interact button.

### KEYS

Pick up keys to open doors and deactivate magic gates.

#### SILVER KEY



#### GOLD KEY



#### MAGIC KEY



### TELEPORTERS

To activate a teleporter, ALL players in the game have to stand on the teleporter at the same time. After a brief moment to activate, the players will arrive at the teleporter's destination.

Teleporters often have to be activated before players can use them.



### LEVEL END

There is always a portal that appears at the level end to show the player that they can continue on to the next level.

# CREDITS

## MIDWAY HOME ENTERTAINMENT

### PRODUCTION

Executive Producer ..... Soot Lane  
Creative Director ..... Sal DiVita  
Producer ..... David Kunkler  
Art & Outsource Producer ..... Jeffrey Buchanan  
Associate Producer ..... Nate Birkholz

### ENGINEERING

Lead Software Engineers ..... Boris Batkin & Mark Johnston  
Senior Software Engineers ..... Mitch Evans, Brock Feldman, Vishal Kashyap,  
Michael Krehan, Gabriel Valencia & Jeremy Weiner  
Software Engineers ..... Edward Liveikis, Tammy Yap & Jim York  
Junior Software Engineer ..... Ryan Satrappe  
Associate QA Engineer ..... Quan La  
Intern Software Engineer ..... Max Crane

### ADVANCED TECHNOLOGIES GROUP

ATG Manager ..... Andi Smithers  
ATG Software Engineer ..... Sergey Parilov

### DESIGN

Senior Game Designer ..... Mark Simon  
Level Designer ..... Eric Seiler  
Game Designers ..... Terry Spier, Shawn Charron, Tony Dormanesh,  
& Shawn Pitman  
Camera Layout Designer ..... Nick Nicaastro

### ART

Art Director ..... Murphy Michaels  
Lead Animator ..... Aaron Carlson  
Lead Effects Artist ..... Sarah Barnes  
Senior Animators ..... Samuel Heine & David Tully  
Senior Graphic Artist/  
Special Effects Artist ..... David Young  
Computer Graphics Artist/  
Concept Artist ..... Roel Jovellanos  
User Interface Artist ..... Todd Uyeminami  
Concept Artist ..... David Marsh  
Environment Artist/Animator ..... Leonard McVicker  
Associate Artist/  
Special Effects Artist ..... Jim Sanders  
User Interface Artists ..... Brian Wing, Nathan Bailey & Jindou Lee  
Collision Artist ..... Conrad Rudy  
Concept Artist ..... Vince Proce  
Contract Computer Graphics Artist ..... Gary Luecker  
Contract Animator ..... Alan O'Brien  
Contract Concept Artists ..... Ryan Meinerding & Vance Kovacs  
Contract Storyboard Artist ..... Anson Jew

# CREDITS

## CINEMATICS

Cinematic Lead Artist ..... Todd Uyeminami  
Contract Cinematic Artists ..... Brian Hajek & Marco Gamez  
Cinematic Artist ..... Jeffrey Buchanan

## IN-GAME CINEMATICS

Lead Cinematic Artist ..... Mychael Miller  
Cinematic Character Animators ..... Aaron Carlson, Sam Heine & David Tully

## AUDIO

Audio Manager ..... Alexander Brandon  
Sound Designer & Foley Artist ..... Drew Rydberg

## TEAM SUPPORT

### MOTION CAPTURE

Motion Capture Studio Director/Actor ..... Jimmy Almeida  
Motion Capture Animators/Editors ..... Mario Margott & AJ Briones  
Motion Capture Animator ..... Alan O'Brien  
Motion Capture Director/Actor ..... Sal DiVita  
Motion Capture Actor ..... Aaron Carlson, Jeffery Buchanan, Sam Heine,  
Beverly Hynds, Tychicus Stanislas,  
Michelle Lang, Kerry Wong, Justin Vancho,  
Frankie Taittinglong, Huang Qin,  
Van Thanh Tran & Regan Kerwin

### Outsourced Motion Capture

Animation Cleanup ..... Animation Farm

## MUSIC

Music Composers ..... Alexander Brandon, Rod Abernathy,  
Inon Zur, Rednote Audio & Alistair Cooper

## MUSIC PERFORMED BY THE SEATTLE NORTHWEST SINFONIA

Orchestrator ..... Paul Taylor  
Vocals ..... Regan Kerwin

## VOICE ACTORS

Voice Casting & Direction ..... Lani Minella  
The Narrator ..... Max McGill  
The Emperor ..... Alexander Brandon  
The Warrior ..... Sal DiVita  
Eli ..... Liam O'Brien  
Wizard ..... Sam Mowry  
Valkyrie ..... Lani Minella

## MARKETING & PUBLIC RELATIONS

SVP, Marketing & Chief Marketing Officer ..... Steve Allison  
VP, Marketing ..... Mona Hamilton  
Director, Marketing ..... Tim Granich  
Director of Public Relations ..... Raily Brennan  
Public Relations Manager ..... Natalie Salzman  
Director, Channel Marketing ..... Greg Mucha  
Channel Marketing Manager ..... Jill Kogut  
Vice President, Sales ..... Brad Wildes  
Manager of Sales Analysis ..... Mike Hovevar  
Sales/Marketing Assistant ..... Marcella Lopez

# CREDITS

## CREATIVE MEDIA

Christa Woss, Beth Smukowski, Rigo Cortes, Larry Wotman, Chris Skrudz, Jack O'Neill & Max Crawford

## PRINT DESIGN & PRODUCTION

Creative Services - San Diego, Ca.

## INFORMATION TECHNOLOGY

Karla Wurzel, Eric Miracle, Gilbert Duenes, Toan Ngo, Tom Lane, Eric McCarty & Andrew Nguyen

## MIDWAY SUPPORT

David Zucker, Matt Booty, Rob Gustafson, Sandi Dehtjer, Denise Gyberg, Leonie Choy, Matt Aune, Louie Gonzales, Tony Peterson, Fili Espinoza, Steve Crane, Mark Beaumont, Abby Antonio, Chari Ong, Marco Gamez, Danielle Abbott, Samuel Peterson, Doug Douglas, Chris Giggins, Paul LeFever, Dane Kronik, Craig Anderkin, Craig Rundles, Bill Tiller, Martin Murphy, John Fisher, Ivan Glaze, William Fox, Michelle Lin, Matt Seerist, Carly Yandell, Lee Helmer, Mark Allen, Scott Nelson, Steve Ellmore & Brian Watson

## SPECIAL THANKS

John Romero, Hugh Falk, Mike Cuevas, Brian Nestor, David Maldonado, Jess Dominguez, Danilo Buendia, Joseph Watson, Allen Alexander, Carolyn Tejrin, Kevin Wang, Tom Hall, Lia McArthur, Jennifer Zodrow, Jeanette Brandon, Blair & Gavin & Ian Buchanan, Ramsey Hanna, Craig Galley, Dave Ollman, Tom Vykruta, Stu Denman, Troy Gilbert, Al Murray, To T-26 Digital Type Foundry for some Licensed Fonts, The Aizenberg Group, Tangible Media, Pod9, Hammer Creative, and to Lydian Ione, Rafael Lopez and Mike Gollom at Technicolor, Mike Singleton, Jocelyn Weiss & Antoine Tandin of Komodo Entertainment Software, SA

## GAUNTLET BABIES

Bronte Marie Kunkler, Hannah Louise Allen, Hannah Sydney Gustafson

## QUALITY ASSURANCE

QA Director .....	Paul Sterngold
SDQA Manager .....	Malcolm Scott
QA Supervisor .....	Adam Jones
Administrative Assistant .....	Aurora Romans
Lead Analysts .....	Gregory Bass, John Bozeman & Brian Dumlao
Technical Standards Analysts .....	Rommel Abalos, Caillab Bourell, Jared Hamiter, Jennifer Johnson, Ray Mitchell, Richard Phim, Colin Payette, Jimmy Storey & Ina Yamaguchi
Product Testing Analyst .....	Rogelio Aguilar, Kyle Bird, Peter Briones, Matt Bunker, Saleem Crawford, Jeff Creed, Vlad DiNatale, Kevin Duggento, Ben Esquerra, Dwayne Flores, Henry Galindo, Thomas Gordon, Joel Hallmark, Robbin Hutchison, Jared Lazaro, Kevin Lindmark, Sam Lui, Mike McKee, Nico Nelson, Joshua Sanchez, Samantha Smith, Paul Sykes, John Tajuna, Justin Vancho, Rick Waibel, Tommy Woo & Travis Zander
Localization Supervisors .....	Ivan Glaze & Clermont Matton
Localization Product Analyst .....	Grace Sikorska, Philipp Schilmann, Eddy Slim, Leo Capezzuto, Franklin Najarro, Simona Leitsch, Philip Vodermaier, Alexis Najarro & Erik Homenick

# CREDITS

## ACT3 STUDIO

### ANIMATION TEAM PRODUCTION & LEADS

Thomas Schober, Mark Angeli, Mike Hollands, Jim Kalogiratos, Cara Thorne, Jordan Walsh, Cameron Crichton & Ben Bryan

### ANIMATORS, MODELERS, VFX ARTISTS, & COMPOSITORS

Shane Hall, Dean Elliott, Stephen Gray, Chris Gray, Luke Dwyer, Dan Phillis, Greg Cooper, Andrew Guillard, Jason Minos, Nick Tripodi, Thomas Marley, Adam White, Thomas Pullar & Ole Strum

### VIDEO MATIC CAST & CREW

Murray Lorden, Jim Bart, Alex Schepisi, Adam McConvell, Polash Larsen, Brendan Kaufman, Sarah Graves, Adam Cass & Dave Lamb

## PIKITOVA LLC/PERSHIA STUDIA

### PRODUCTION & SUPPORT

Olya Nikitova, Andrei Pozolotin, Alexander Karpan, Ivan Kulbich, Michael Lazarenko, Irina Lokshina, Sergei Illushin, Viktor Strelechenko, Victoria Tueva, Tatyana Serikova & Nadia Matukhno

### ENVIRONMENTAL LEAD ARTISTS

Vlad Belozero, Anatoliy Gryzin, Andrei Drogin & Denis Vorobyev

### ENVIRONMENTAL ARTISTS

Sergei Andreev, Olga Tatur, Vadim Popenko, Alex Karpiy, Denis Beregich, Lena Bogdanova, Denis Torgovenko, Sergei Makarov, Timur Tursunov, Sergei Frolov, Maxim Domin, Alexei Chekalenko, Eugene Mironenko, Tanya Sakovskaya, Julia Kostyuk, Maxim Popov, Alex Kaplun & Elena Koroteeva

### CONCEPT ARTISTS

Vitaly Smyk & Konstantin Fedchenko

### CHARACTER LEAD ARTISTS

Andrei Klimenko & Maxim Matsyuk

### CHARACTER ARTISTS

Pavel Lemeshko, Alexander Lunev, Konstantin Kondakov, Artem Fanailov, Dmitry Orcharenko, Olya Sobolevskaya, Anton Evdokimov, Olga Ershova, Valentine Sheremet, Anatoly Chechel, Margarite Machugovskaya, Anna Bashmakova & Tatiana Litvin

### ANIMATION LEAD ARTISTS

Sergei Golubchuk, Inna Sleptsova & Alexander Bereznyak

### ANIMATION ARTISTS

Andrei Platonov, Vitaly Yakimenko, Nikita Ratnikov, Larisa Boulash, Ruslan Markin, Vlad Kalashnik, Andrei Revutskiy, Anna Pavlovskaya, Leonid Radchenko, Tanya Mahinko, Valeriya Levenko & Olya Aksenova

### INTERNATIONAL COORDINATION

Mike Eglington & Joanna Hammond

# Ed, Edd n Eddy™

## THE MIS-EDVENTURES



**MIDWAY**

**CARTOON  
NETWORK  
INTERACTIVE**



Cartoon Violence  
Crude Humor

CARTOON NETWORK, the logo, ED, EDD N EDDY and all related characters and elements are trademarks of and © Cartoon Network.

Ed, Edd n Eddy™: The Mis-Edventures Software ©2005 Midway Home Entertainment Inc. Midway and the Midway logo are trademarks or registered trademarks of Midway Amusement Games, LLC. All rights reserved. Distributed under license by Midway Home Entertainment Inc.

## WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Home Entertainment Inc.

Attn: Tech/Customer Support

6755 Mira Mesa Blvd., Suite 123-155

San Diego, Ca 92121

Toll Free: 1-866-588-GAME

9am - 6pm / Pacific Time

Direct: 858-450-8190

Fax: 858-658-9027

Technical & Customer Support at

<http://support.midway.com>



**PERSHA  
STUDIO**

Gauntlet: Seven Sorrows © 2005 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway logos are registered trademarks of Midway Amusement Games, LLC. GAUNTLET and GAUNTLET: SEVEN SORROWS is a trademark of Midway Games West Inc. Used by permission. Portions of this software are Copyright 1998-2004 Criterion Software Ltd. and its Licensors. CRI ADX, CRI Sotdec, CRI Sound Factory, and the CRI Middleware logos are © 1997, 2005, CRI Middleware Co., LTD. All Rights Reserved.

Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.